

Manual



Heroes in the Sky – User Manual

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Welcome to Heroes in the Sky!

You've decided to take to the skies and fight in action-packed battles as a daring fighter pilot - an admirable decision! But before you can prove your skills in battle against the computer or other players, there are a few things you should know. To get started, you'll need a game account.

1. About the game

The screenshot shows the registration page for the game. At the top, there are three buttons: 'ANMELDEN' (Login), 'DOWNLOADEN' (Download), and 'SPIELEN' (Play). Below these buttons is a registration form with three input fields: 'SPIELERNAME' containing 'musterman', 'E-MAIL-ADRESSE' containing 'muster@muster.de', and 'PASSWORT' (Password) with several asterisks. Below the password field is a checkbox labeled 'AGB akzeptieren' (I accept the Terms of Use). Underneath the checkbox is a checked checkbox for receiving information about the game. A small note below the checkbox states: 'Wenn Sie keine Informationen mehr erhalten möchten, können Sie sich jederzeit wieder über einen Link im Newsletter abmelden.' At the bottom of the form is a large red button with white text that reads 'JETZT KOSTENLOS ANMELDEN' (Register Now).

1.1. How do I create an account?

On the right-hand side on heroesinthesky.gamigo.com you can see the registration form. Enter the account name (not the name of your character), your e-mail address and your password into the fields. Then check off "I agree to the Terms of Use" and then click on 'Register' - and done!

1.2. HiS-Updater

After you have created your account and started the game, the Heroes in the Sky updater will open.



A short explanation of what the HiS updater is for:

The area marked in **yellow** displays the latest news. Information about the game, announcements of specials events and details about other offers can be reached via the updater with just one click.

The area marked in **green** has important links to the HiS homepage. More detailed information about the game can be found there. You can also get to the HiS forum directly from here to connect with other memories of the community. By clicking on 'Registration' you can create a game account (if you have not already done so) to become a pilot in the skies. You can talk to other pilots directly using the Teamspeak community server.

The area marked in **red** shows the latest offers in the item shop and other special deals associated with the item shop.

The area marked in **blue** contains the 'Start' button. It's off into the game from here!

The area marked in **brown** shows the current version of the game.

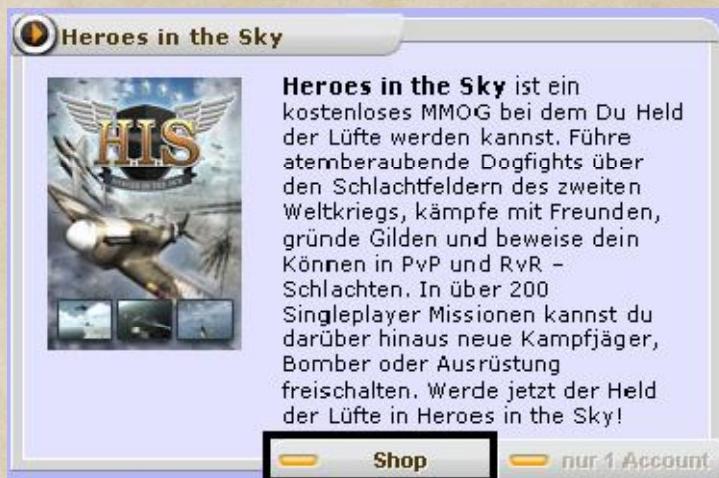
1.3. HiS dollars

In order to purchase what are known as "cash shop items", which can be used to improve your game or protect it more effectively, you'll need to charge up on HiS dollars. These items are not required to play Heroes in the Sky, though, they just make playing easier for you.



How do I charge up on HiS dollars?

You just need to log in at <https://billing.gamigogames.de/> using your account information.



Then select the Heroes in the Sky shop.

Then you'll see a selection of different packets. The higher the value of the packet, the more HiS dollars it contains.

Once you have selected the packet you want you'll be able to select your method of payment. HiS offers a number of payment options.

Then you just need to confirm your payment. Depending on the method of payment you have chosen, you will be forwarded to the page to complete the process. You will receive your HiS dollars just a few minutes after completing the payment process. You may need to log out of the game in order for your HiS dollars to be added to your account.

Please note: In order to be able to pay using PayPal, you need to have made a payment of at least €10 with one of the other methods of payment beforehand (this is for fraud prevention reasons).

2. Getting around in the game

2.1. Creating a character/Choosing a side

Once you have installed HiS and updated the last patch (this occurs automatically), you can either complete the tutorial (see 2.2) or skip it. Then the button "Create a character" will appear. Now you can select a suitable name for your pilot.

Next it's time to choose which of the historic alliances you will fight for. Which side you want to fight on the frontlines for is up to you. Both sides allow you to build up your own plane tree with historic planes. If you choose the Allies, you'll be fighting for England, the USA, or Russia and will be able to use their most famous planes like the Spitfire or the legendary B-17 bomber. But the Axis Powers - Germany, Japan and Italy - also have famous historic fighter planes and bombers, such as the versatile Messerschmitt or the dreaded Stuka.



Once you have made your choice, the system will ask you to confirm your decision once again. Then the game menu will open.

2.2. The tutorial

You start off your career as a simple airmail pilot. You grew up in a small village in Europe and, ever since you were a small child, you dreamed of being a pilot...

The prologue and story, combined with the basic flying and fighting elements of the game, make the tutorial not only helpful but also exciting. Once you've learned how to control your plane and accelerate, you'll need to destroy a few targets on the ground and some fighter planes. Then you'll get a lesson in using missiles to take out ground targets. You should be able to master this without a problem too, and then you get to prove your skill in battle against a number of fighter planes. Your last task will be destroying an enemy stronghold. Once you have completed all the tasks successfully you will receive a reward of experience points and 500 ghem - your venture capital for building up a successful career as a pilot.

2.3. How do I fly a mission?

Once you have completed the tutorial you'll be taken back to the starting screen. Click on "Start game" to head to the campaign menu for the first time. Missions in Heroes in the Sky are split into two acts and four campaigns. Right in the first act, "The start of war", you're taken into different scenarios, but first you need to prove your skills at home in Europe.

Click on "Europe 1". The window that opens displays player waiting rooms on the left and available missions on the right. You can complete them either one after another or choose which you'd like to try first. To get to the next campaign, you'll need to complete each mission successfully.

"War is brewing above Europe" is your first goal. After you have selected it by double-clicking, another small window will open. Then you can set a room name, the level of difficulty you want and a password.

After completing a mission a number of times, the level of difficulty can be changed. Besides the original setting of Rookie Mode, there is also Veteran Mode and Ace Mode.

Accepting and completing quests

Head to the stronghold and then either to the bar or the base. You can get there either by driving across the airfield to that building or by clicking on the button at the bottom right.

Then choose one of the people there, select the quest you want to complete, and leave the building again.

You'll automatically be back on the base. Click on "Back" in the bar at the bottom to get back to the mission map. Click on "Europe 1" again.

Now you can either join a game in progress or start one yourself by clicking "Create room".

Search for or create a game based on the mission needed for the quest. Often it is necessary to choose the right mission in order to be able to complete a quest. You can see if you have the right quest for the mission by mousing over the campaign or the mission.

2.4. The mission lobby

The mission lobby is fairly self-explanatory. On the right side you'll see the mission briefing, which provides some details about the current mission. Above it is a illustration of the mission with attack targets and enemy movements. If you have accepted a quest for a mission as well, you will be able to see all the details about it above the corresponding button.



By clicking on "Start" you can head out - unless you prefer to wait until more players find their way into your room.

2.5. PvP (Player versus Player)

PvP is an important component of Heroes in the Sky. There is a variety of PvP modes in which players can prove their skills against other players.

2.5.1. Direct PvP

Clicking on the "PvP mode" button in the campaign interface will open a new window in which all open rooms are listed. Rooms you can enter are marked by a button on the right-hand side. If all rooms are already in play you will also be able to create your own room. After the room

has been given a name and, if necessary, a password has been set, the new room is active. In direct PvP there are different game modes to choose from, which can be selected in the room lobby. Up to 16 players (eight per side) can participate in a round of PvP. You can set how many players can participate by blocking off spots by clicking on them.



Rules of the game:

Team match and games with computer-generated teams are self-explanatory.

A deathmatch round continues until a set number of kills has been reached.

Another way to play is "Survival" mode. That means the round continues until there is only one player left. Then a new round begins. In this game mode, also known as "Last Man Standing", it's everyone against everyone else. The battle either split into rounds or by time.

Items:

Here you can set if item crates are activated in the game. These allow random bonuses like a temporary protective shield, repairs, attack boosters, and more.

Number of victories:

The number of victories/rounds left until the end of the round determine who wins and who loses.

Time:

The round can last either 5, 7, 10 or 15 minutes.

Level cap:

You can set up to what level the players that participate can be.

If you want to limit the maximum player number for the room, you can block a space by right-clicking on it.

2.5.2. Aerial combat



In aerial combat, only planes from warring nations can fly against each other - unlike direct PvP, where planes and nations can be mixed. Battles in aerial combat take place in different scenarios in historic locations. The goal of the battle is to complete certain tasks for your side, such as destroying the enemy fleet - in which case the other side's objective would be to defend their fleet. So aerial combat is a mixture of PvE and PvP.

2.5.3. Offensive war

Completing missions and engaging in PvP! Offensive war is the crowning highlight of PvP and thus a standard event in Heroes in the Sky. Battles take place above historic settings from World War II with up to 30 pilots on one map.



Offensive war is all about conquering as many enemy strongholds as possible. For some areas there are additional bonuses such as 2% more experience points or 5% more ghem for the next round of PvE.

With a bit of luck you'll be elected to be the commander and can command the pilots on your side. Tell them what to do - and fly tactically clever sorties with your squadron!

2.6. The stronghold

2.6.1. The bar

In the bar you'll be able to accept quests from three people. Two of these quest givers have standard quests that build upon each other. The third has quests which are rewarded with skills for your plane when they have been completed.

2.6.2. Headquarters

In the headquarters you can form your own wing or take a look at the rankings of existing wings. You can also apply to existing wings.

How can I form a clan/ guild/ wing/ squadron?

In order to be able to form a squadron, you will need to have reached at least level 10 and will need to have 10,000 ghem.

Once you satisfy these requirements you can form a squadron or a wing in the headquarters. It can be found all the way to the left in the stronghold.

2.6.3. The factory

Here you can buy and tune up airplanes. In each nation there are three plane trees for standard fighter planes, one for bombers and one for night fighters/recon planes. There are also two categories for avatars and premium fighters that can be purchased, which can also be upgraded by using a premium kit.

2.6.4. The hangar

Here you can calibrate your plane before deployment, activate items you have purchased and select the skills you want.



On the left side is an illustration of the plane with slots for weapons, equipment, markings, etc. You can find those items on the right hand side under each tab.

- The tab "Equipment" contains weapons, propellers, etc.
- The tab "Material" contains a variety of building materials and blueprints
- The tab "Skills" allows you to assign skill points earned by completing quests
- The tab "Recharge" contains cash shop items that can be activated or equipped here
- The tab "Payment" contains purchased and activated cash shop items

The plane tree

The plane tree is in the stronghold in the factory. After reaching a certain level you'll be able to build a new plane.



There are different classifications for the two sides. The Allies were the UK, the USA and the USSR; the Axis powers were Germany, Italy and Japan. Both sides also have the categories "Fighters" and "Bombers".

Once you've chosen one or more plane trees, you can invest skill points and build the corresponding planes. But be careful - skill points are limited and should be used carefully.

Plane types and their characteristics

The characteristics of each plane can be seen in the factory under the plane's image. The categories listed are speed, mobility, attack, defense and engine temperature. No plane is identical to another: For example, a Japanese plane is much more agile than a German plane. German planes, on the other hand, are faster. You can tune up specifics to improve the plane's stats even more. Make your decision carefully and choose the plane that is best for you.

There is an endless variety of fighters available for every nation. You can buy them as you go along in the game. There are also specialized planes that can be found in the factory in the categories "Fighter" and "Bomber". These are needed for certain quests, through which you will earn specific skills such as fury (a special bomber skill).

Building a plane

To get a new plane, head to the factory in the stronghold. Select one of the planes that are available for building and click on "Production". Which planes you can build depends on your level, how much money (ghem) you have, and your skill points (see below). You can see what is needed in the plane's profile on the right.

After you have build the plane, click on "Change" - and now you're in your brand new plane! The equipment you had before - engines, missiles, etc. - is automatically transferred to the current plane, but tuning is not. Only those weapons that suit the plane will be transferred. So if you switch from a bomber to a fighter, the heavy bombs are not transferred, as these are not supported by the fighter.

2.6.5. The weapons lab

You can build new planes and weapons or upgrade existing weapons in the weapons lab.

- Click on the tab "Creating Equipment" to build planes or weapons using blueprints. Doing so requires materials and ghem. There is a 100% chance of success.
- The tab "Convert" allows you to upgrade weapons and other equipment items using blueprints. The chance of success changes based on the type of blueprint.
- The tab "Improvement" allows you to strengthen equipment using a "Improve equipment" blueprint. There are four fields here. One is for the equipment and one for the blueprints, the other two fields are for items that increase the chance of success or help to protect the item from being destroyed. Up to the fourth level of improvement the chance of success is 100%, but after that it sinks each time.

With all improvements the rule is: if the enhancement fails, the item will be destroyed, unless you have purchased and used an item from the cash shop that prevents this from happening!

Some of the blueprints that can be used in the weapons lab:



: Blueprint "Improve equipment"



: Light machine gun / machine pistol



: Heavy machine gun



: Bomb



: Missile for fighters



: Missile for night fighters

Blueprint "Improve equipment"



With these blueprints it doesn't matter which plane item (engine, plating, weapons, grey, green, yellow, orange) you use it for, its effects are always positive.

The chance of a successful upgrade is 100% for the first try. With each additional upgrade the chance of success is reduced.

Specific blueprints



You can use these blueprints to tune up items. This improves the item's stats. For example, successful tuning up will turn a grey weapon green and will give it the boost noted on the blueprints (rapid fire, long-range fire, fire power).

On the other hand, it is also possible to "downgrade" an item by five levels, so that a level 25 propeller, for example, could already be used at level 20. You'll need the blueprints for that item in its standard form in order to do so. An item that has been downgraded can also be upgraded back to green later.

Blueprints for crafting items



This process is similar to buying from the smuggler, though the difference is that you know beforehand what kind of item you will get. Crafting costs a small sum of ghem and certain materials, which are displayed if you mouse over the blueprints. The last tab in the weapons lab, "Item crafting", is used to do so. The chance of success is always 100%.

2.6.6. The base

You can get quests for your missions from two different characters in the base.

2.6.7. The shop

Here you can buy standard equipment and sell items you have collected.



2.6.8. Storage

In addition to your inventory, there are 21 storage slots here. You can also buy more storage slots using the cash shop.

2.6.9. The smuggler

Here you can trade ghem for weapons. You don't know which weapon of that type you are buying, though. You can only choose whether you want a missile, an MG, artillery, etc.

3. Additional info

3.1. Skill points

You need skill points for two things:

Firstly, for building new planes. The number of skill points needed to do so can be seen in the plane's profile.

Secondly, skill points are needed to tune up your plane. The number of skill points needed to do so is shown in the cost breakdown.

You can find out how to make the best of your plane using blueprints in the section called "The weapons lab". All you need is a few ghem and a bit of luck. It's a good idea to start doing so at about level 15.

3.2. Chat features

It is possible to send a message to your wing or to individual players during a match, even if these players are not in your match. You can use the following commands in the chat bar to do so:

/wing | write to your wing
/f player name text or /w name text to write to a specific player
/g = Wing/squadron chat
/p = Party (the formation)
/ br | write to everyone on the same side (requires the cash item "megaphone")
/ write to everyone on the server (also requires the cash item "megaphone")
/ Go room number | takes you to that room, as long as it is not password-protected
/ Pi player name | Invite a player to the formation
/ Po player name | Kick player out of the formation
/ Pg player name | Change formation leader

3.3. Items

You'll get items as a reward for completing missions or quests. Here there is a distinction made between equipment (engines, armoring, weapons, etc.) and materials (ammunition, steel plates, copper wire, etc.). There are different uses for items from each category..



Equipment

You need equipment for your plane. Head to the hangar to equip your plane and drag the item into the slot for it. You can mouse over an item to see its attributes and the minimum level required to use the item.

Materials

There are two categories here:

First there are the materials themselves, such as ammunition. You only need these if you have a set of rare blueprints in order to build a plane.

Then there are blueprints. You need these in order to modify your equipment in the weapons lab. There are specific blueprints for each piece of equipment to increase its fire power, firing range or other stats.

A conversion like that - as mentioned above - can go wrong, though. If that happens, the item is completely destroyed.

3.4. Item shop

The item shop can be accessed using the tab at the bottom of the campaign menu or the button in the stronghold. It is divided into four categories. The category "Special items" is also divided into three sub-categories.



Random items:

The category "Random items" contains lottery boxes. After purchasing a package, you can choose between five boxes. What the box contains is determined randomly. Depending on the package, the items could be from the categories "Performance", "Equipment" or "Miscellaneous". Ideally you'll get just the item or plane you were hoping for, which you can then keep permanently - except blueprints, which are one-time-use only.

Special items:

Sub-category Decorations

Here you'll find a variety of emblems for each side as well as nose art. These will help you earn experience or ghem. Some will even increase the drop rate. The items last for 1 day, 7 days or for 30 days. In some cases how long the item lasts depends on how often it is used.

Sub-category Performance

The items in this category make overall gameplay easier. Some might increase your reloading skills or allow you to get additional slots for skills. For the most part these items also last for 1 day, 7 days or for 30 days. Some items are permanent, though, which means you can keep them forever.

Sub-category Equipment

In the Equipment category you'll find all those items that aren't used directly in the game but help in crafting, for example. This includes reset items, which can be used to reset your plane tree if needed.

Miscellaneous:

This category is a mixture of items from the decoration, equipment and performance categories, which of course are not found within those categories.

Item packages:

Besides loads of useful equipment items, item packages also contain airplane avatars. You can cover your plane with these avatars to hide what kind of fighter you are flying. Unlike premium planes, these avatars don't have any stats of their own, like mobility or speed, and are only temporary. They change the plane's appearance but not its characteristics.

3.5. GM characters

You'll encounter characters in the game from time to time whose names start with GM_. These characters are played by gamemasters - they are players that are there to help you and to ensure order on the server on gamigo's behalf. If you're in the game and have a question, you can talk to the gamemaster by typing /w Gm_[player name] and can ask them for help. All of the gamemaster's names are listed in the official Heroes in the Sky forum. Please keep in mind, though, that the gamemasters are not responsible for any issues outside of the game or for any delays in ticket responses or payment.

Contributors

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